```
VsnetSocketBase
  _fd
#
#
  set
+ VsnetSocketBase()
+ ~VsnetSocketBase()
+ valid()
+ get_fd()
+ close fd()
+ get_socktype()
+ set block()
+ set_nonblock()
+ get_nonblock()
+ isActive()
and 9 more...
# child disconnect()
    VsnetSocket
#
   remote ip
#_local_ip
+ VsnetSocket()
+ ~VsnetSocket()
+ isTcp()
+ optPayloadSize()
+ queueLen()
+ eq()
+ It()
+ sameAddress()
+ sendbuf()
+ recvbuf()
+ dump()
+ getRemoteAddress()
+ setRemoteAddress()
+ getLocalAddress()
+ setLocalAddress()
  VsnetUDPSocket
+ VsnetUDPSocket()
+ ~VsnetUDPSocket()
+ isTcp()
+ optPayloadSize()
+ queueLen()
+ isActive()
+ sendbuf()
+ recvbuf()
+ lower selected()
+ dump()
+ setRemoteAddress()
```